

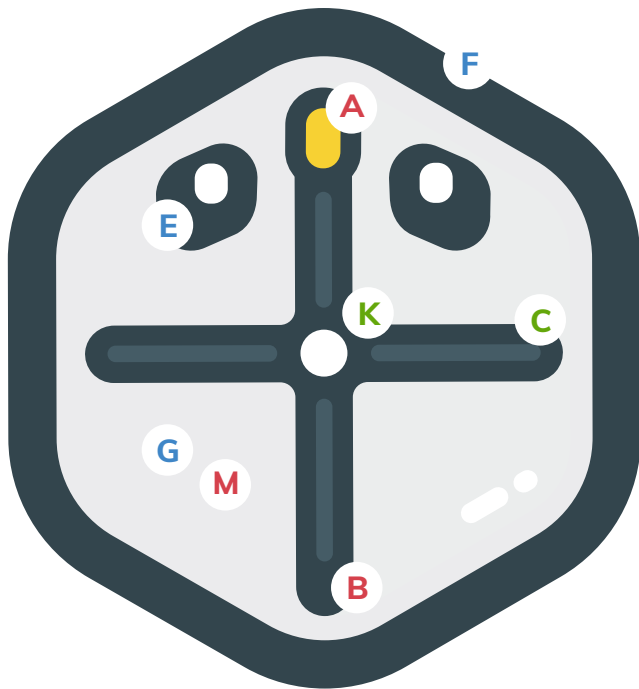
Coding with Root

Getting Started Guide

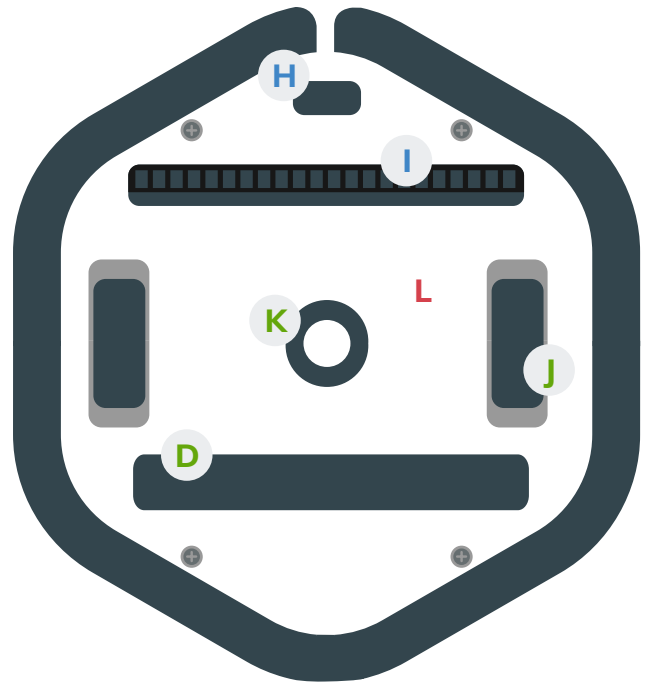
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Meeting Your Robot



Top



Bottom

- A.** Power/Stop Button
- B.** USB-C Charging Port
- C.** LED Strips
- D.** Eraser
- E.** Light Sensors
- F.** Bump Sensors
- G.** Touch Sensors
- H.** Cliff Sensor
- I.** Color Scanner
- J.** Wheels
- K.** Marker Holder

L. Magnets: These strong magnets help Root climb up magnetic surfaces, like steel-backed whiteboards.

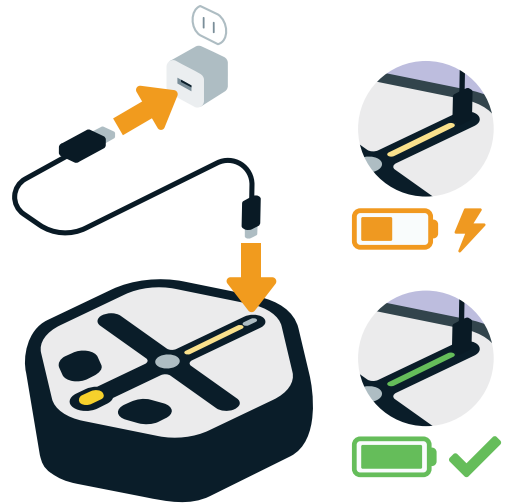
M. Dry-Erase Whiteboard Surface: Root's white top is dry-erase finish, compatible with any erasable markers.



Getting Started



Remove the cardboard insert from behind Root's bumpers.



Charge Root with its USB-C charging cable (included in box).

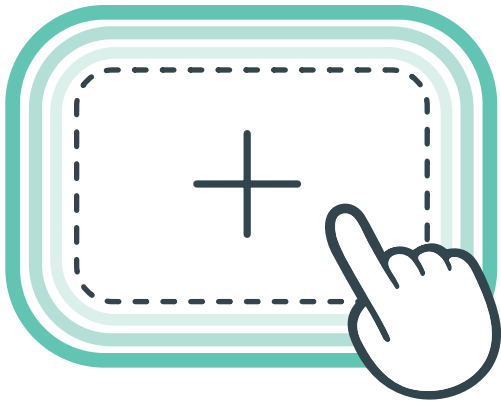


Press down on Root's yellow nose for 3-5 seconds to turn Root on or off.



Download the Root Coding app from the App Store or visit code.irobot.com

Connecting to Root



Tap on the plus sign to start a new coding project.



Tap on the Red X to connect to your robot.

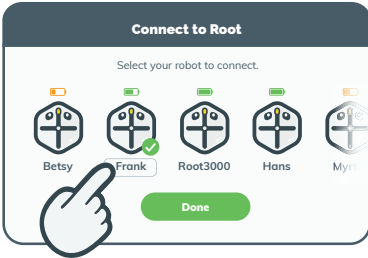


Drag out a code block and connect it to the When Play block.



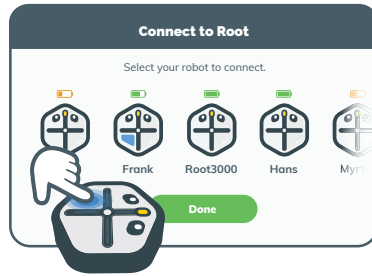
Tap to play button to watch Root follow your program.

Classroom Tips



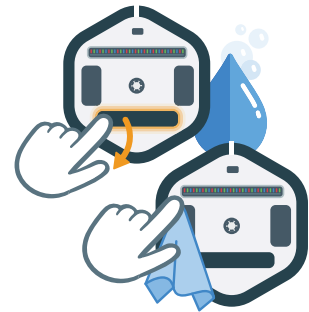
Rename Root

When connected, tap on your Root's name underneath its icon. Type a new name for Root.



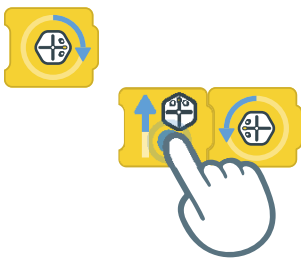
Root in the Crowd

In the device manager, press on your Root's top or bumpers. Your Root will respond on the screen.



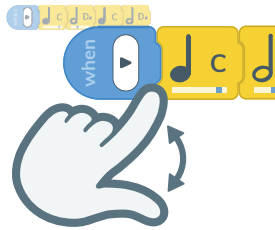
Clean Your Robot

Peel Root's eraser pad off and rinse to clean. Wipe wheels off with a microfiber cloth (included).



Drag Multiple Blocks

Press and hold a code block to move it and all the blocks after it.



Zoom

Pinch to zoom in and out on the coding screen so you can see your code.



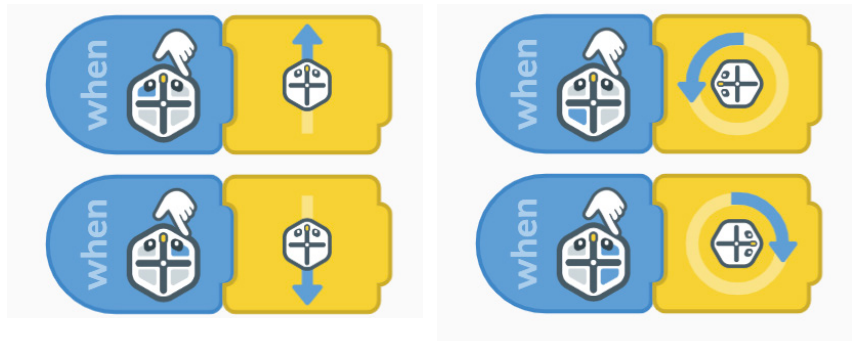
Magnetic Eraser

Root's eraser works best on magnetic surfaces.

Starter Projects

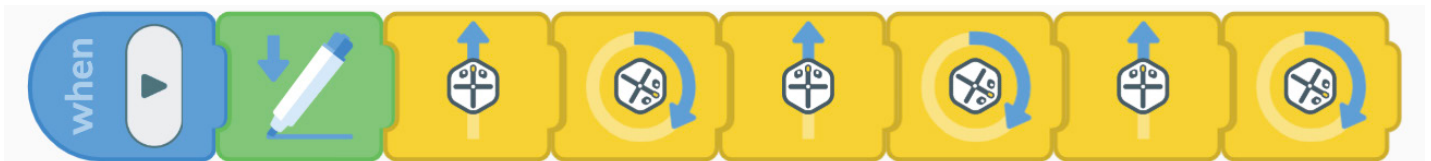
TouchBot

Code Root to move and turn different directions when its top four touch sensors are touched.



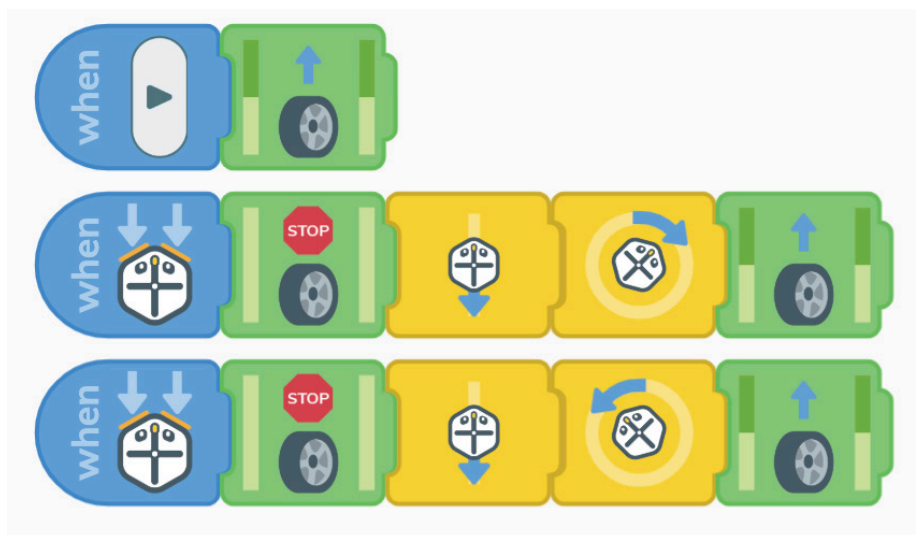
Drawing Shapes

Code Root to draw different shapes with the Marker Block. Basic code for a triangle is shown below.



Bumper Course

Code Root to drive forward and move around obstacles by with its bumper sensors.





Robot Wrangler

I am in charge of **Root**.



```
robot.whenProgramStarted {
```

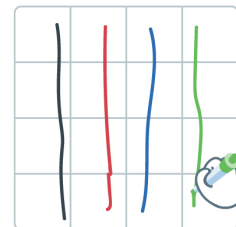
Programmer

I am in charge of **coding**.



Team Leader

I am in charge of **keeping my team on task** and **following the instructions**.

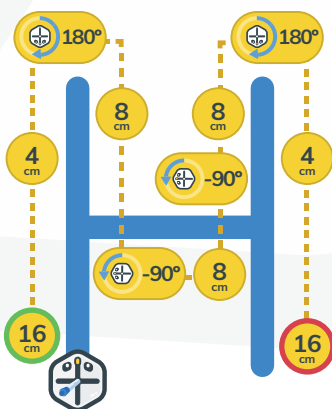
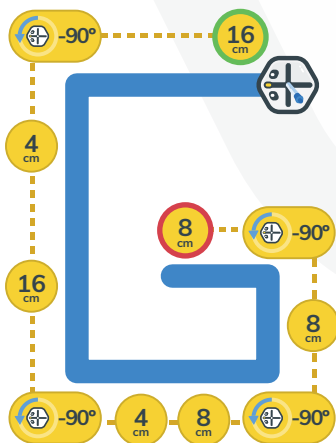
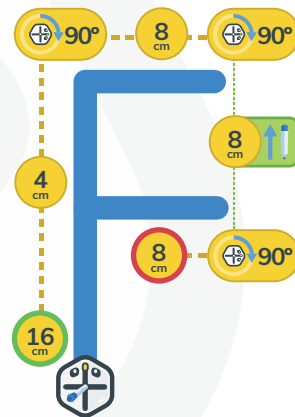
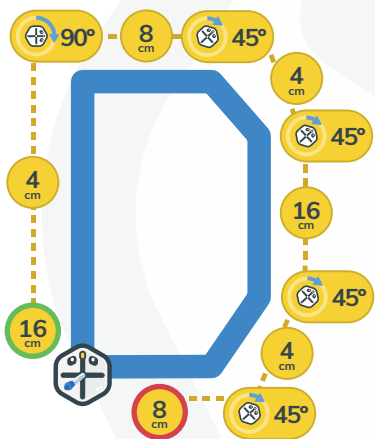
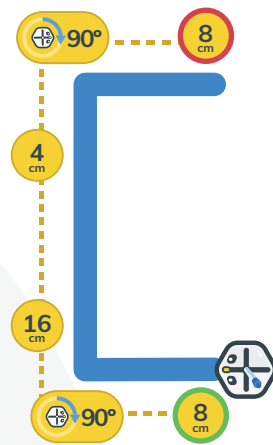
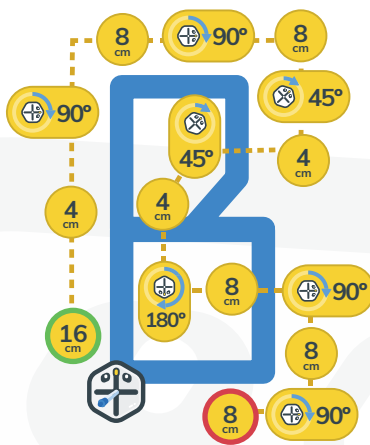
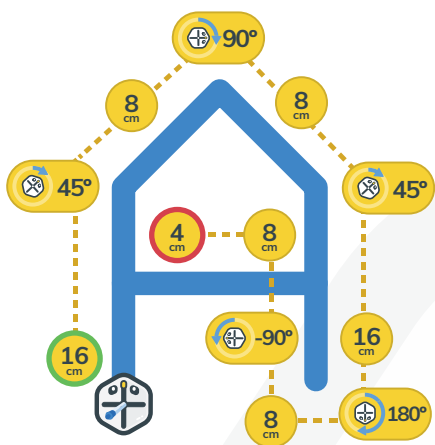


Setting Engineer

I am in charge of **designing** and **building Root's environment**.

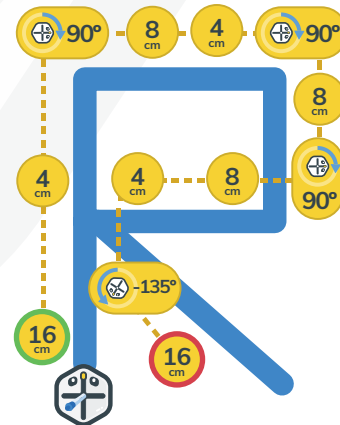
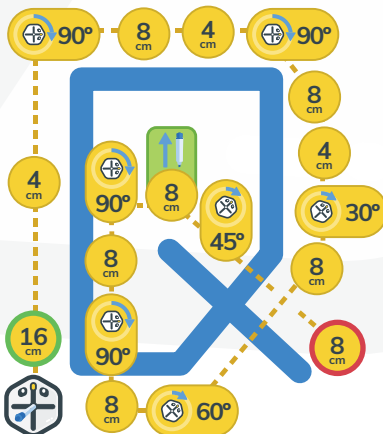
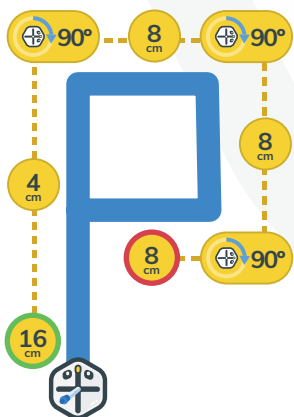
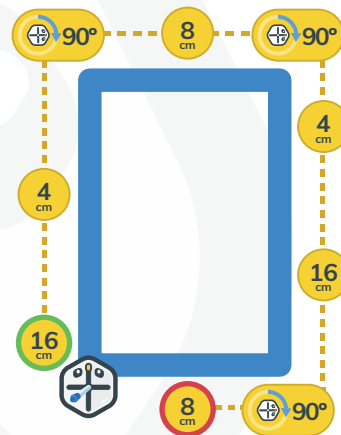
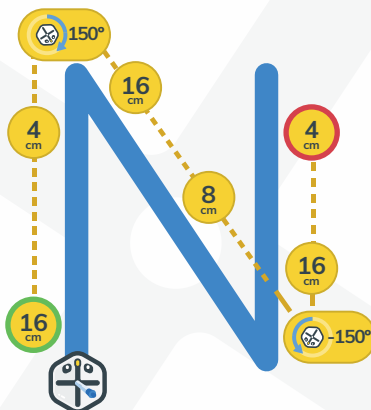
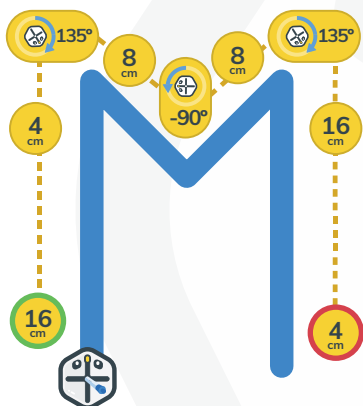
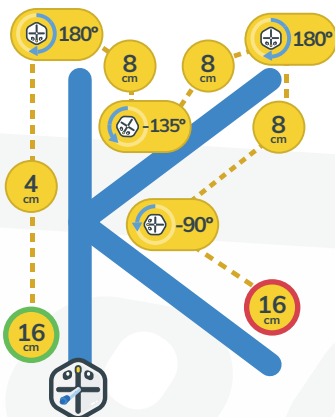
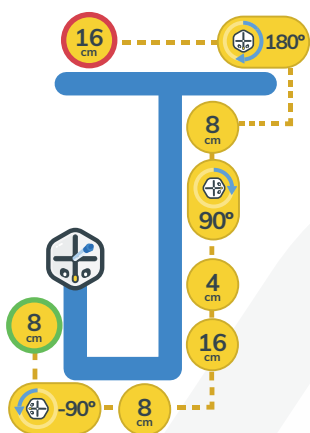
WELCOME TO THE

ROOT ALPHABET



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